DUNGEONS & DRAGONS

THE FANTASY ADVENTURE
BOARD GAME

PLAYER'S GUIDE

READ FIRST!

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The Conquest

Four Heroes have banded together to defeat the evil forces at work in the Dungeon. Many challenges lie ahead and the creatures there are vile and dangerous. But the four are among the few who have the skill and bravery to succeed.

The Dungeon Master awaits, laying out the Dungeon gameboards filled with treasure, Monsters and traps. The Heroes are battling to complete the Objective in eleven increasingly-difficult Adventures. They may find Items to help them in chests along the way.

For the Heroes to win, they must work together to defeat the Dungeon Master, who is trying to destroy them. The Dungeon Master wins the game if the Heroes are stopped. Will the Heroes win through or is it to be the Dungeon Master's victory?

CONTENTS

5 double-sided gameboards, 4 Hero figures, 36 Monster figures, 95 Item cards, 39 Monster cards, 5 Initiative cards, 5 Reminder cards, 10 dice, 4 Hero boards, 104 counters, 2 card sheets of tokens, Players' Guide, Dungeon Master Guide.

USING THE GUIDES

The guide booklets detail all you need to know to play the Dungeons & Dragons board game. **All players, including the Dungeon Master, should read section 1 in this guide carefully.**

1. CHOOSING YOUR ROLE

The game requires between two and five players. One of you must play the Dungeon Master, who controls the Adventure boards and the Monsters in the Dungeon. Everyone else represents a Hero.

If you do not have enough players for each Hero, one person should play more than one Hero. There must always be a Dungeon Master and four Heroes being played.

Refer to your Hero's Reminder card during the game to see what they can do.

REGDAR

A mighty Human Fighter, Regdar is strong and powerful in battle.

BASIC ITEMS

LEVEL 1	LEVEL 2	LEVEL 3
• Single-handed Broadsword	• Double-handed Broadsword	• Greatsword

SPECIAL ACTIONS:

- Add 1 to attack score rolled in melée attacks

LIDDA

Lidda is a Halfling Rogue, short on physical strength, but powerful at using sneak attacks and able to disable traps. A useful ally! See 'Special Actions', below, to see why.

BASIC ITEMS

LEVEL 1	LEVEL 2	LEVEL 3
• Yondalla's Amulet • Balanced Throwing Dagger	• Yondalla's Amulet • Poisoned Blowpipe	• Yondalla's Amulet • Relentless Bolass

SPECIAL ACTIONS:

- Sneak
- Search for/disable traps

When Lidda disables a trap, take an unused Trap token. Gathering 3 tokens gives Lidda 2 extra Hit Points.

JOZAN

Using his skills as a Cleric, Jozan has the power to 'turn' undead Monsters, which are indicated by a skull on the left-hand side of the Monster card. See 'Special Actions', below. He is also a magic user, specialising in healing.

BASIC ITEMS

LEVEL 1	LEVEL 2	LEVEL 3
• Greater Restoration Spell • Crossbow of Faith	• Greater Restoration Spell • Mace of Faith	• Greater Restoration Spell • Sacred Crossbow of Pelor

Jozan must carry the Greater Restoration Spell at the start of each Adventure.

SPECIAL ACTIONS:

- Turn Undead
- Heal (*Heal any Hero you are standing next to. Each Hit Point costs 1 Spell Point.*)

MIALEE

An Elven Wizard, Mialee knows how to use magic to her advantage. She is capable of the most powerful attacks of all the Heroes. However, she needs magic for her protection too, so use her spells wisely.

BASIC ITEMS

LEVEL 1	LEVEL 2	LEVEL 3
• Magic Missile • Shortbow of the Ancients	• Burning Hands Spell • Blessed Bow of the Elves	• Fireball Spell • Longbow of the Elven Lords

SPECIAL ACTIONS:

- None

THE DUNGEON MASTER SHOULD NOW START READING THE DUNGEON MASTER'S GUIDE. All other players should read points 2 to 8 in this guide.

HERO CARDS

LEVEL

Each Adventure has a level (1, 2 or 3). Set your Hit Point and Spell Point counters to the appropriate level at the start of each Adventure.

CHARACTER NAME AND SYMBOL

Look out for matching symbols on Item cards.

ARMOUR CLASS RATING

Both Heroes and Monsters have an Armour Class (AC) rating, which helps protect them from damage.

HIT POINT COUNTER

Your Hero has a certain amount of stamina, shown by Hit Points. They can be lost in combat and may be regained through Items or Spells. Adjust your points during the game with a Marker token on the Hit Point counter. ***You can never go above your Hero's original number of Hit Points*** for each level.

JOZAN
HUMAN CLERIC
Jozan is a loyal follower of Pelor, a mighty sun god devoted to the cause of good and justice. Pelor expects Jozan to serve him by fighting evil monsters whenever he finds them. Jozan's role on an adventuring team is to protect his team-mates with spells and help kill the Monsters.
LEVEL 3 (MAX)
LEVEL 2 (MAX)
LEVEL 1 (MAX)
1 x WEAPON
1 x ARTIFACT
1 x SPELL
SPELL POINTS
HIT POINTS
KNAPSACK
Special Actions:
• Turn Undead
• Heal Wounds*
* Heal any Hero you are standing next to. Each Hit Point costs 1 Spell Point.

KNAPSACK

Items you are carrying but not currently using.

MAXIMUM ITEMS

Total number of Items your Hero may possess.

MOVEMENT ALLOWANCE

SPELL POINT COUNTER

Some Heroes are magic users. They have a Spell Point counter. The maximum number of Spell Points is indicated for each level. Adjust your points during the game with a Marker token on the Spell Point counter. ***You can never go above your original number of Spell Points for each level.***

ITEMS IN USE

SPECIAL ACTIONS

Some Heroes have skills they can use that are beyond brute strength, as shown. See 'Special Actions'.

2. BEGINNING THE QUEST

The Dungeon Master (DM) will now place the Dungeon gameboards on the table and put the first door in the starting room. The DM will then read out the Adventure, level and Objective for the Heroes.

Take the Hero board of your chosen Hero. If this is your first Adventure, take the Level 1 Basic Items for your Hero from the Item cards, as shown on pages 3-4 . Set your Hit Point and Spell Point counters to the correct level. Place all the Hero figures in the starting room. Choose a Hero to open the door and stand them in front of it. Other Heroes must be on a space in the room.

3. OPENING THE DOOR

Say aloud that you wish to open the door. Turn the door token over and deal out the Initiative cards, face down. **Do not look at them yet.** The DM will lay out the new room.

4. INITIATIVE CARDS

The order of play is decided by the Initiative cards. They show a number from 1 to 5, with 1 being the first person to play and 5 being the last. **Every** time a Hero opens a new door, the order changes. The Heroes' should shuffle and deal the Initiative cards, **face down**, one to each character, including the DM. Turn them over only when the DM has finished laying out the room. Continue play in order of the Initiative cards until you open a new door.

5. ACTIONS

Each Hero may take 2 Actions on each turn. You can choose to take 1 or no Actions if you wish.

The following Actions are all possible within the game and **use 1 Action each**:

- Movement
- Opening a Door
- Combat with Weapon or Spell (*see Combat on page 9*)
- Opening a Chest
- Changing an Item

SPECIAL ACTIONS

Only certain Heroes can do some of these (*see Hero card*).

- Casting a Spell
- Searching for Traps
- Disabling Traps
- Turning Undead
- Healing
- Sneak

MOVEMENT

Each Hero and Monster can move a set number of spaces, shown on their Hero or Monster card e.g. Regdar = 4. You can move them up to that number of spaces on your turn, either horizontally or vertically, but not diagonally.

Characters cannot pass though walls, pillars, trees, chests or closed doors. A character may not end their turn on the same space as another Hero or Monster.

Heroes can pass through other Heroes but not normally through Monsters.

Monsters can move through other Monsters, but not through Heroes.

OPENING A DOOR

Heroes can open doors to new rooms by moving next to it and saying "Open" out loud and turning the token over. The Initiative changes immediately. It is possible that the player who has just had their turn will now have the first Initiative card and be required to play again, so be ready to keep going!

Door Token (closed)

Door Token (open)

Some doors are locked. If this is the case, the Heroes need a skeleton key that opens locked doors. Unlocking a door immediately opens it. Note: keys do not count as an Item and are carried by the group, not an individual.

When a door is opened, the DM lays out the next room.

OPENING A CHEST

To open a chest you must move on to the Chest token **and** have an Action left to open it. (If you cannot open a chest on your turn, you cannot move on to it.) Item cards will be in a deck next to the gameboard. Take the top card to reveal the contents, unless the DM tells you it contains a Special Item. Remove the Chest token from the Dungeon.

You can always pick up an Item, but you may have to discard another Item to keep it. If you set off a booby trap, follow the instructions on the card. Your turn ends immediately.

CHANGING AN ITEM

You can change one Item that is 'in use' with one from your Knapsack **on your turn**. You may also change an Item with another Hero, but must be standing next to them. See point 6 'Items'.

SPECIAL ACTIONS

CASTING A SPELL

A Hero who can use magic can cast spells. The number of Spell Points needed to cast a spell is shown on the Item card. The spell must be in use by your Hero and they must have enough Spell Points available. This may be different for each magic user. Adjust the Spell Point counter after use. You can keep spells until you choose to discard them.

SEARCHING FOR TRAPS

Some Heroes, if they have the ability, can check a room for Traps, by rolling the 'Search' die. The results only apply to the room you are in.

Reveal nearest trap

Reveal 2 nearest traps

If the die shows one or two eyes, you discover the nearest one or two traps. The DM shows them on the board with a Trap token and reads the trap type aloud.

Search unsuccessful

This means your search shows nothing – but there could still be traps in the room.

Stop searching

You can try to reveal traps as many times as you like in each room, unless you roll this symbol, which means you cannot search that room anymore.

DISABLING TRAPS

Discovering a trap does not make it safe, however. To disable a trap so anyone can walk there, a Hero with the necessary ability must stand on the trap and roll the 'Disable Trap' die.

If you roll a disable trap symbol, the trap is disabled.

Rolling this symbol means you spring the trap and suffer the consequences, which the DM reads out.

'TURNING' UNDEAD

Undead are once-living Monsters animated by supernatural forces. Some Heroes, if they have the ability, can attempt to 'turn' Undead Monsters anywhere in the same room by rolling the 'Turn Undead' die.

Undead Monsters are shown by a skull symbol on the left-hand side of their Monster card. When a Hero rolls the same or greater than the number next to the skull on the Monster's card, that Monster is 'turned' and misses its next turn!

HEALING

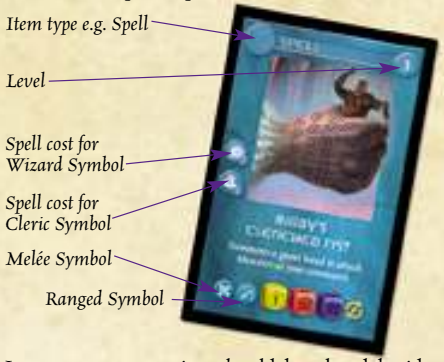
Some Heroes have the natural ability to heal other Heroes. This is shown on their Hero card.

SNEAK

During their movement, a Hero capable of Sneak can move through a Monster. This does not count as another action. If they attack the same Monster afterwards on the same turn, add 1 to the attack.

6. ITEMS

There are four different types of Item available to Heroes – Weapons, Spells, Artifacts and Potions.



Items you are carrying should be placed beside your Hero card. The maximum number of Items that can be carried is shown. Items on the left hand side of your Hero card are 'in use'. You may carry extra Items on the right hand side of your Hero card, in your 'knapsack'.

Potions count as an Item, but can be drunk straight from your knapsack at any time. They are never 'in use'. Drinking a potion does not count as an action.

BASIC ITEMS

Each Hero has a selection of "basic Items", which they begin the game with and are restored to after a Hero has died. These basic Items change with the Hero's level. Basic Items are shown on pages 3-4.

ITEM CARDS

Heroes can find Items in chests throughout the Dungeon. Any Items carried by a Hero can be placed either to the right of their Hero card in their 'Knapsack' or to the left, 'in use' – the type and number of Items that you can use is shown. If you pick up an Item, you may bring it straight in to 'use' if you are able.

When an Item is found and the Hero cannot carry any more, discard either an existing Item or the new Item. The Item cannot be given to another Hero on this turn (see 'Changing an Item').

Potions can only be used once **and should then be discarded**, while Weapons, Spells and Artifacts are normally multiple use. Only certain characters may use some Items, as indicated on the Item card.

SPECIAL ITEMS

This symbol indicates a Special Item. The DM awards it to the Hero who discovers it.

If you discover a Special Item, add it to the Items you are carrying. You may need to discard a current Item to be able to carry it.

Should a Special Item be discarded or lost, it will not reappear in that Adventure. Put it in the Item card discard pile, where you might find it in a later Adventure.

NOTE: if a Hero is dead at the end of an Adventure, all Items they have collected are lost.

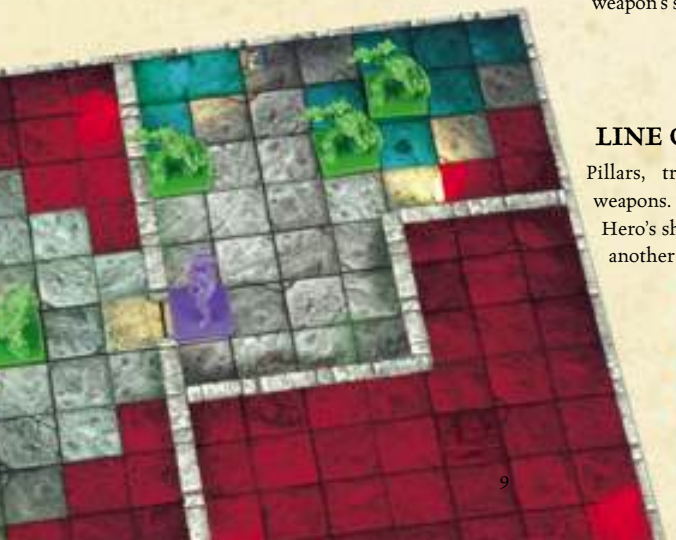
7. COMBAT

Combat involves attacking a Monster with a weapon or a spell.

Each weapon and attacking spell has power shown by the attack dice on the card. These are the dice that should be rolled when attacking with it. Attack strength is shown by the total number of swords you roll.

Some weapons also have a Power Attack, which you can choose to use **instead** of the normal attack. This is a more powerful attack, but is more risky.

You can only attack Monsters. You may not make an attack when there is no Monster in range.



Some cards feature a special die. Roll it at the same time as the attack dice. If the ☆ shows, the consequence takes place.

RE-ROLL

Allows you to roll one of the dice again.

POWER ATTACK

Roll the attack dice shown in the Power Attack section and the special die instead of the normal attack. If this symbol is rolled, the weapon is lost. Discard the card.

ATTACK TYPES

There are two types of attack available:

Melée attacks are close combat attacks that can **only** be used when standing next to an opponent (not diagonally).

Ranged attacks can be used **only** over greater distances or diagonally. Unless otherwise stated, ranged weapons fire single shots in a straight line. The centre of the opponent's square must be in clear sight of the centre of the Hero firing the weapon's square.

LINE OF SIGHT EXAMPLE

Pillars, trees and walls block ranged weapons. A Hero does not block another Hero's shot and a Monster does not block another Monster's shot.

WALL BLOCKING

MONSTERS BLOCKING

IN SIGHT

ATTACKING

To attack:

1. Say aloud who you are attacking and with which weapon or spell.
2. Roll the dice, as shown on the matching card.
3. Calculate the damage of the attack (see below).
4. Adjust Hit Points and Spell Points on Character and Monster cards.

CALCULATING DAMAGE FROM COMBAT

To work out the damage of an attack:

- Add up the number of swords rolled by the dice (plus any extras),
- Minus the Armour Class for that Monster or Hero.

The total is the number of Hit Points that Monster or Hero loses. Once all their Hit Points are gone, that Hero or Monster dies and does not continue in that Adventure, unless brought back to life.

COMBAT EXAMPLE:

Lidda is fighting a Goblin and attacks with her Balanced Throwing Dagger. She rolls 2 swords. The Goblin's Armour Class is 1, so it takes 2 - 1 = 1 Hit Point of damage.

DEAD HEROES

If a Hero dies during an Adventure, put their Hero token on the board where they die and remove their figure from the board. If brought back to life by another Hero, the Hero returns to the same space. Otherwise, they take no further part in the Adventure.

All Heroes completely recover before the next Adventure. Dead Heroes lose all the Items they have collected in past Adventures (unless brought back to life). They return with their basic Items for the appropriate level of the next Adventure – taking them back from another player if necessary. Lost Items are discarded to the current Item card discard pile.

To have the best chance of completing the Adventures, try to keep as many Heroes alive as possible.

8. CONTINUING PLAY

Keep playing until the Adventure ends in one of two ways:

1. **The Heroes win when at least one Hero completes the Objective as described by the Dungeon Master,** *or*
2. **The Dungeon Master wins when the Adventure Objective can no longer be completed.**

As soon as the Heroes complete the Objective, that Adventure ends and no further chests can be opened. Any remaining Monsters cease to play any part in this Adventure. Items still in the Heroes' possession can be distributed amongst themselves before starting the next Adventure. Skeleton keys must be discarded.

Now play the next Adventure (or repeat this one if the DM wins). The series of Adventures is a campaign which you should battle through to win.

If you complete an Adventure but will not continue the game until later, make a note of the Items each Hero has, to carry on when you play the next Adventure.